



Darell Primary School

E-safety Newsletter December 2023



Fake Profiles and Cyberbullying

Setting up a profile impersonating somebody else with the intention of being unkind to others/to cause embarrassment to the individual is a form of cyberbullying.

If your child has set up a fake profile, talk to them about how this is a form of bullying and therefore not acceptable.

It is important that we talk to our children about the issue of cyberbullying and let them know that if they are ever a victim of it then it is not their fault, and they should tell you (or a trusted adult) straightaway. Talk to your child about reporting and blocking tools on social media or online games and show them how to use them to report any form of bullying.

You can read more about cyberbullying here:

- <https://www.childline.org.uk/in>
- <https://www.nspcc.org.uk/wha>

Minecraft

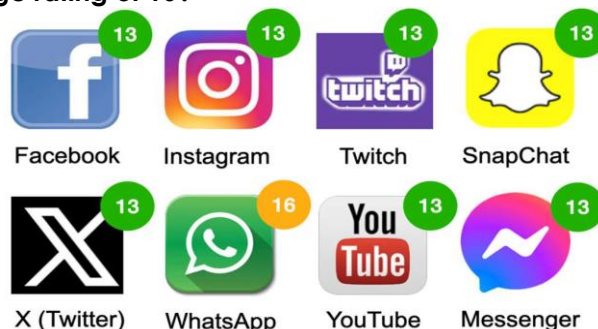
Minecraft remains ever popular and with Christmas ahead of us, maybe your child will be receiving this game as one of their presents. Minecraft Legends is rated as PEGI 7 meaning it is suitable for those over 7 years of age. The App store rate Minecraft as 9+.

You should be aware that there is a multiplayer option so players can chat to each other, and in-app purchases are available. Parental controls are available, either within Minecraft or on the console itself e.g. Nintendo Switch or PlayStation. Find out more here:

<https://www.minecraft.net/en-us/article/parental-controls>

Get to know Age Ratings

Age ratings are in place to help protect your child, so we thought we'd provide you with a little reminder of how important it is to check the age ratings of what your child is accessing online. Here are the age ratings of some of the more popular apps that young people are accessing. **Did you know that WhatsApp has an age rating of 16?**



Whether your child is viewing films, accessing apps, playing games online, using social media or downloading other apps – check the age rating first to see if your child is old enough. In addition, the likes of PEGI include further content descriptors, which will give you an indication of the type of content that your child might view e.g. violence, if accessing the app/game etc.

It is important to note that whilst age ratings do allow you to see if something may be appropriate for your child, it is also important to review the content yourself. This will allow you to make an informed decision as to whether it is suitable for your child to access and if it would be beneficial to apply further parental controls.

Further information

Parent Zone have published this article about why age ratings matter:

<https://parentzone.org.uk/article/age-ratings>

Toxicity in game play

Safe In Our World and Ubisoft (creators of games such as Assassins Creed) have co-developed the 'Good Game Playbook'. The playbook will be sent to players reporting disruptive behaviour as well as the individual reported. This is to support the person affected as well as to try and educate the person reported about the harm their behaviour might have on others.

You can read the handbook here:

<https://safeinourworld.org/news/ubisoft-safe-in-our-world-partner-to-combat-in-game-toxicity/>

Artificial Intelligence (AI)

It can be difficult to keep up to date with new technologies and to know if there are any related risks that we need to be aware of when using new technologies. AI is being talked about a lot, so it is worthwhile learning more about it now to help support/answer questions if our children show an interest.

Twinkl provide a brilliant overview of AI here:

<https://www.twinkl.co.uk/blog/parents-guide-top-tips-for-navigating-generative-ai-safely-with-kids>